



<b>Course name</b>	<b>Kinetic Design</b>
<b>Entity running the course</b>	Faculty of Interior Architecture and Design
<b>Entity for which the course has been prepared</b>	Department of Design
<b>Course type</b>	Core / obligatory / optional
<b>Year of study / semester, type of studies</b>	Year I, sem. II, full-time master's degree
<b>ECTS credits</b>	10 pts ECTS
<b>Academic tutor</b>	Ac. Prof. Piotr Jędrzejewski, ass. tutor Piotr Stocki, MFA
<b>Aim of the course</b>	Teaching the student advanced design skills in the area of design: analysis and synthesis of technical objects, learning to communicate using hand drawing, shaping sensitivity to environment and learning to creatively search for inspiration. Learning the habit of conscious verification and review of one's own concepts at every stage of design process.
<b>Prerequisites</b>	Precise interest in questions of design in the areas where construction and motion are closely related with outside form, basic ability to present one's concepts in form of hand drawings and one's favourite 3D design program (3D Max, Rhinoceros, Fusion 360) and determination in constant improvement of one's skills. Knowledge of the basic industrial technologies.
<b>Learning outcomes:</b>	
<b>- knowledge</b>	Student gains a more advanced knowledge in the area of working methods with concept design projects, where motion is an important element of the designed product. Learns the ways of recording and visualizing the objects. Learns the questions connected with technologies of prototyping and production.

<p><b>- skills</b></p>	<p>Student learns the advanced skills in the area of work methods in the design of objects in which motion is an element directly tied with the designed product. Refines methods of modelling and developing the projects based on physical and virtual models. Gains advanced knowledge related with prototyping and production technologies.</p>
<p><b>- personal and social competence</b></p>	<p>Student can work in team. Has the ability to observe changes which occur in their environment. Consequently verifies their work through experience, persistence and readiness to learn from mistakes. Achieving balance between science, art, logics and imagination.</p>
<p><b>Course content</b></p>	<p>During classes students take up a subject connected with the workshop's profile. During the design process we take into account all aspects of the new product. Functional, construction and economical aspects as well as problems of social impact. A functional model is created, to verify the correctness of solutions, especially in case of kinetic design.</p>
<p><b>Course form and number of course hours</b></p>	<p>Classes in the design workshop: conversations and individual consultations, lectures, meetings, design workshops.</p>
<p><b>Assessment methods and criteria</b></p>	<p>50% executing assignments / activity during classes / working reviews 50% open review</p>
<p><b>Assessment type</b></p>	<p>Examination review</p>
<p><b>Literature</b></p>	<p>Bhaskaran Lakshmi, "Design XX wieku. Główne nurty i style we współczesnym designie", ABE Dom Wydawniczy, Warszawa 2006. Archer Bruce L., "Systematyczna metoda projektowania przemysłowego", IWP Biblioteka Wzornictwa 7'87, Warszawa 1987 Coveney Peter, Roger Highfield „Granice złożoności”, Prószyński I S-ka Warszawa 1997 Dyson George, "Darwin wśród maszyn", Prószyński I S-ka 2005 Gelb Michael J. "Myśleć jak Leonardo Da Vinci", Dom Wydawniczy Redis, Poznań 2004 Gelernter David, "Mechaniczne piękno", Wydawnictwo CIS, Warszawa 1999 Ginalski Jerzy, M. Liskiewicz, J. Seweryn, "Rozwój nowego produktu", Akademia Sztuk Pięknych w Krakowie, Wydział Form Przemysłowych, Gropius Walter, „Pełnia Architektury”, Wyd. Karakter, Kraków 2014 Hall Edward T., "Ukryty wymiar", Muza SA, Warszawa 2003 Kotler Philip „Marketing”, Dom Wydawniczy Rebis 2012 Rychter Witold - "Dzieje samochodu", Wyd. Komunikacji i Łączności, Warszawa 1987 Sparke Penny, „Design. Historia wzornictwa”, Wydawnictwo Arkady, Warszawa 2012 Sudjic Deyan, „B jak Bauhaus. Alfabet współczesności”, Wydawnictwo Karakter</p>

2014

Sobel Dava „W poszukiwaniu długości geograficznej”, Zysk i S-ka, 1998

Tjalve Eskild, "Projektowanie form wyrobów przemysłowych", Arkady, Warszawa 1984

„WIDZIEĆ/WIEDZIEĆ. Wybór najważniejszych tekstów o dizajnie”. red. Przemek Dębowski, Jacek Mrowczyk, Wydawnictwo Karakter, Kraków 2011

**Teaching aids**

**Language of instruction**

Polish; communication in English possible